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Thank You

...for Buying this Advanced TurboGrafx™-CD Game disc, "Last Alert".

Before using your new game disc, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, TurboGrafx-CD Player, precautions concerning their use and the proper use of this CD game disc. Always operate your TurboGrafx-16 SuperSystem and this CD game disc according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-CD Player
TurboGrafx™-16 Entertainment SuperSystem

WARNINGS

1. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
2. Do not use this CD game disc with an ordinary CD player because the computer data may damage your audio equipment. In addition, prolonged use of this disc with headphones in a "regular" CD player could cause hearing impairment.
3. *Never* open the CD player's cover while the disc is spinning. This may damage both the disc and the system.
4. *Never* pull the System Card out while the TurboGrafx-16 switch is in the "ON" position, a this may damage both the SuperSystem and the CD Interface Unit.
5. Do not wipe your Entertainment SuperSystem, TurboGrafx-CD Player or TurboGrafx-CD game discs with volatile liquids such as paint thinner or benzene.
6. Read this instruction book carefully and keep it in a safe place for future reference.

TurboGrafx-CD game discs are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and TurboGrafx-CD Player. They will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

NEC TurboGrafx™-16 CD Game Disc 90-Day Limited Warranty

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Saving Data with Your TurboGrafx-CD Player

Your TurboGrafx-CD system features back-up memory. In Last Alert, this means that once you clear an entire level, you can stop playing and start again from the same place — even if your system has been turned off!

Note: You must "recharge" your system by turning it on at least once every two weeks or your data will be lost!

Automatic "Save" Feature
Your TurboGrafx-CD system will automatically remember where you are in the game (by saving "data") each time you clear a level. Remember that if you reset the game, or turn off the power before you clear the entire level that you want to save, the data will not be saved.

What to do if your Memory Unit is at Full Capacity
If your Memory Unit is at full capacity, eliminate the "data" (other stored game information) you do not need by following the instructions that will appear on the screen.

"Initialization" of the Backup Unit
Your Backup Unit must be formatted before any data can be saved. See your TurboGrafx-CD Player's manual for further instructions.

To Avoid Losing "Data"
Game information may be lost if the base unit, game interface or CD player is dropped or exposed to heavy shock. Also, do not touch the connection (expansion bus) between the TurboGrafx-16 and the TurboGrafx-CD.

In addition, please note that if the battery runs out, or if the unit becomes defective, the unit may lose data that you wanted to keep.

Remember, turn your unit on at least once every two weeks!

Playing Tips
Be sure to use the best weapon for each situation. Hint: You may have to use 2 or 3 different weapons on the same mission.

Watch the clock! Finishing within the given amount of time is just as important as defeating the end Boss. If you don't, you're DEAD!

At the end of the game, you will discover secret, hidden information. So, after the game ends and the credits appear, please wait for the secret to be known!

Call the TurboGrafx Hotline at (708) 860-3648 for additional game tips!

Care of Your CD Game Disc and Getting Started

Care of Your CD Game Disc

1 Keep your CD game disc clean!
2 Make sure the shiny, "signal reading" side of your CD disc is clean at all times.
3 If your CD disc does become dirty, wipe it clean with a soft cloth.
4 Make sure that the surface of your CD disc does not get scratched.
5 Take the CD disc carefully in and out of its case.
6 *Never* write on your CD disc. Writing on it may damage its surface or interfere with its operation.
7 *Never* bend your CD disc.
8 Do not try to make the hole in your CD disc larger.
9 Place your CD disc back in its case when you have finished playing.
10 Avoid high temperature and humidity.

Getting Started

1 Make sure your TurboGrafx-CD Player, Game Interface, television and audio system are properly connected (refer to your TurboGrafx-CD Player's instruction manual).
2 Plug your TurboGrafx-CD Power Adaptor into a wall outlet and slide the Game Interface power switch (the lower switch) to the right ("ON" position). Turn your television on and make sure that it is on the correct channel.
3 Carefully insert the TurboGrafx-CD System Card into the TurboGrafx-16 game-card port and slide the upper power switch to the right ("ON" position).
4 Open the TurboGrafx-CD player cover by lifting the handles. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
5 With the game-title side of your CD game disc facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The initial TurboGrafx-CD screen should appear on your television.

Welcome Guy Kazama–One-Man Army!

Attention all units! The Force Project is on the move—and you're the only that can stop them!

An international arms syndicate lead by the genius physicist, Dr. Che Garcia, is attempting to take over the world. The head of the CIA comes up with a brilliant strategy to stop them—you! As "Guy Kazama," a one-man army, you take on the most awesome group of military misfits ever. Armed to the max, you switch weapons, gain rank and earn medals in the all-out fight to the finish. And once you reach the finish, what surprise awaits you? See for yourself in this "no guts; no glory" CD adventure!

Object of the Game
Use special weapons, "power-ups" and military tactics to your advantage as you struggle to complete all six missions and defeat the international arms syndicate before time runs out!

Note: Last Alert is a one-player game.

Starting the Game

Press the RUN Button
When the initial TurboGrafx-CD screen appears, press the RUN Button.

Choose "NEW GAME" or "CONTINUE"
Use the Direction Key to choose "NEW GAME" or "CONTINUE" and press the RUN Button to enter your selection.

If you choose "NEW GAME,"
gameplay will start from the beginning of the game.

If you choose "CONTINUE,"
gameplay will begin from the location you previously saved in the game. (Please see pages 3 and 8 of this manual for further information on saving your game).

Characters

MEET THE GOOD GUYS

Guy Kazama
Our hero. The ultimate weapon and one-man army.

Kay
Look for her help along the way.

Director Harvey Leonard
Head of the CIA and Guy's mentor.

MEET THE BAD GUYS

Dr. Che Garcia
A genius physicist gone berserk. Now a threat to humanity.

Colonel Douglas Dark
Nicknamed "Mad Dog" Dark for his savage exploits, this renegade officer is totally unpredictable.

President Steve Lloyd
President of the "Dual Foundation" and the initiator of the Force Project.

Mr. Tommy Lee
A mafia leader that likes to play innocent.

Colonel Jim Kadat
A field-commissioned officer whose greatest accomplishment would be finishing off our hero.

Weapons and Power-Up Items

Ordinary Weapons

As your level increases, you can use more powerful ordinary weapons. Press Button II to attack with ordinary weapons.

Colt M1911 A1
The Colt shoots three bullets in succession.

Uzi Submachine Gun
The Uzi shoots five bullets in succession.

Armalite M16 A1
The Armalite fires in three directions at once and shoots three bullets in succession.

M203 Grenade Launcher
The M203 has the combined power of an Armalite and a grenade launcher.

Heavy Machine Gun
The Heavy Machine Gun fires in five forward directions at once and shoots two bullets in succession.

Missile Launcher
The Missile Launcher blasts four powerful missiles in succession.

Special Weapons

If you destroy certain enemies, these special weapons will appear. Some of them are already placed on the map. Press Button I to attack with Special Weapons.

Hyper Pineapple
The Hyper Pineapple is a highly destructive grenade.

Heavy Missile
The Heavy Missile launches a group of target-seeking missiles forward, backwards, left and right.

Satellite
The Satellite will attach itself to Guy's side for a certain period of time. The Satellite is considered an invincible weapon!

Disc Launcher
The Disc Launcher fires discs in four diagonal directions with high penetration and ricochet power.

Mega Flame Thrower
The Mega Flame Thrower is effective only for a limited amount of time.

Directing Your Fire

The bullets from each weapon fly in the direction that Guy is moving unless you "lock-in" the direction that the bullets fly by holding Button II down. Then, regardless of the direction that Guy moves, the bullets will continue to fly in the direction selected. However, this is possible only if the TurboSwitches are in the "OFF" (down) position.

Power-up Items

Revitalizer (Orange) When you pick this item up, your vitality will increase a great amount.

Revitalizer (White) When you pick this item up, your vitality will increase only a small amount.

How the Game Progresses

Visual Scenes and Action Scenes

Each mission consists of a visual scene, which tells a story, and an action scene, which is where you play the game. These two types of scenes alternate throughout the game.

Visual Scene The story unfolds as you watch and the duties you need to perform are explained to you.

To skip over a visual scene, simply press the RUN Button when the visual scene first appears. However, if you are playing Last Alert for the first time, you should watch each visual scene so that you understand both the story and your duties.

Action Scene After each visual scene, an action scene will begin. This is where you play the game– controlling Guy Kazama and fighting your enemies. You must clear each action scene and its bosses in order to advance from stage to stage!

Types of Stages

Last Alert is made up of six missions which are divided into several stages. Each stage is different, though there are three main types:

Type A Indicated by a blue marker. When you reach the end of this type of stage, an enemy boss will appear. You will not be able to continue on unless you defeat him.

Type B Indicated by a yellow marker. When certain conditions are satisfied, an enemy leader will appear. An example of a condition that must be satisfied is planting a bomb at a designated place.

Type C Indicated by a red marker. Your main goal in this type of stage is to complete a spy mission. However, if you use a weapon other than a pistol, the number of enemies you must face will increase.

Saving Your Game

Each time you clear a stage, your game will automatically be "saved" in memory. However, "Save" is impossible if there is not a completely free area in the interface unit's memory. (Please see page 8 of this manual for further information on saving your game).

Continuing After the Game is Over

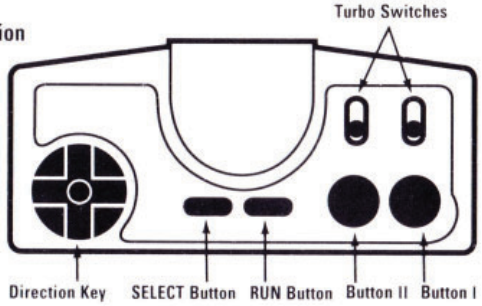
When the game is over, you can choose to "Continue." If you do decide to continue, gameplay will resume from the last mission you were attempting to complete.

Controlling the Movements of Guy Kazama

The movements of our hero are controlled with your TurboPad controller. Some of the basic components and functions of this essential tool are described below.

Note: TurboPad operation is different during the game-screen and sub-screen.

TurboPad Operation



Direction Key (8-way Controller)
During gameplay, press to move Guy Kazama up, down, left, right and diagonally. While in the sub-screen, press LEFT or RIGHT to select ordinary weapons or press UP or DOWN to select special weapons.

SELECT Button
Press to pause the game. Also, press while holding the RUN Button down to reset the game.

RUN Button
Press to start the game. Also, press during gameplay to switch from the game screen to the sub-screen. While in the sub-screen, press to return to the game screen. Lastly, if you press the SELECT Button while holding the RUN Button down, you will reset the game.

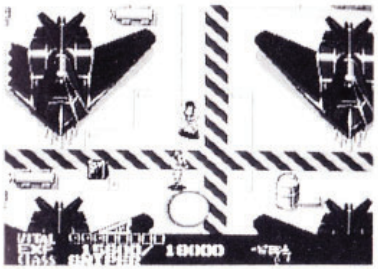
Button II
Press to attack with ordinary weapons.

Button I
Press to attack with special weapons.

TurboSwitches
Recommended setting: Both switches should be in the "OFF" (down) position.

Screen Displays

Game Screen



Vitality Shows Guy's life force. If this goes to zero, the game is over!

EXP Shows Guy's current experience and the experience value necessary to reach the next level.

Class Shows Guy's current rank.

Level Shows Guy's level by medals. If this level increases, Guy's abilities will also increase. Sometimes, Guy may even gain a new weapon as his level increases!

Ordinary Weapon Shows the ordinary weapon that Guy is currently equipped with. The number of times that you can use an ordinary weapon is unlimited.

Special Weapon Shows the special weapon that Guy is currently equipped with. The number of times that you can use a special weapon is limited.

Time You must finish the stage you are in before you run out of time, or the game will end.

Sub-Screen

The ordinary weapons that you earn in the higher levels and the special weapons that you collect during the game are "stored" in the sub-screen. To gain use of these weapons, you must access the sub-screen by pressing the RUN Button.

The ordinary weapons that you have earned are displayed across the lower left hand side of the screen. To select an ordinary weapon, press LEFT or RIGHT on your Direction Key to highlight the ordinary weapon that you want to use.

The special weapons that you collected are displayed, one at a time, in the window in the lower right hand corner of the screen. To select a special weapon, press UP or DOWN on the Direction Key to highlight the special weapon that you want to use.

To exit the sub-screen, press the RUN Button.